

2022-2023 WCAC/IAC/MAC BASKETBALL SHOT CLOCK PROCEDURES

Shot Clock Guidelines

1. A try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring/flange or entering the basket.
2. The team in control shall attempt a try or tap for goal within 30 seconds after gaining team control (Boys and Girls).
3. The shot clock shall be used the entire game, including overtime. If one, or both, shot clocks are not working, the shot clocks will be turned off and regular NFHS Rules will apply (10 second visible count to move the ball from backcourt to frontcourt for both boys and girls).
4. Officials must test both horns prior to the game to make themselves aware of the horns' different sounds – game clock and shot clock. Typically, the shot clock horn should be different from the game clock horn.
5. Shot Clock Start guidelines:
 - On a throw-in ... when the ball is legally touched by any player.
 - On a jump ball ... when control/possession is established by any player. (The game clock starts when the ball is touched during a jump ball and free throw)
 - On an unsuccessful try ... when control/possession is established by any player.
 - On an unsuccessful free throw ... when control/possession is established by any player.
6. The shot clock **RESETS TO 30 seconds**:
 - Following any score (When the ball contacts the ring and/or clears the bottom of the net, operator should **click and hold** the 30 second reset button until the ball is **touched** in play).
 - When a change of control/possession occurs and the ball remains live.
 - When a held ball occurs in the **offense's front court AND** the AP favors the defense and the throw-in is in the now backcourt.
 - When a try or tap strikes the ring or flange. (When the ball strikes the ring or flange, operator should **click and hold** the 30 second reset button.
 - During the rebound, when the ball is then controlled **by the defense**, operator should release the button for a 30 second reset --- **if the offense gets control**, operator should 'click down' for a 20 second reset).
 - When a single defensive personal foul occurs **in the backcourt**.
 - On all single technical fouls regardless of ball location. (NF)
 - On an inadvertent whistle with neither team in control and the ball is put in play **in the backcourt**.
 - Following a jump ball where an out of bounds violation occurs and the team receives the ball **in their back court**.
7. The shot clock **RESETS TO 20 seconds OR the time remaining, whichever is greater**:
 - When a defensive personal foul occurs in the offensive team's front court.
 - When a kicking/fisting violation is committed by the defense in the offensive team's frontcourt or backcourt.
 - When an inadvertent whistle occurs when there was no player or team control at the time of the whistle and the AP Arrow favors either team for a throw-in in the front court.
8. The shot clock **RESETS TO 20 seconds**:
 - When the Offensive Team gets an offensive rebound following an unsuccessful try or free throw which contacted the ring/flange in their front court.
 - When a foul (non-bonus) occurs in the front court against the defense following an unsuccessful try or free throw that strikes the ring/flange and will remain in play
 - When the offensive team retains possession after an unsuccessful try or free throw that contacts the ring or flange and goes out of bounds off the other team. This is an offensive team rebound.
 - When the Offensive Team retains possession following a held ball and AP arrow in their favor in their front court, following an unsuccessful try or free throw which contacted the ring/flange.
 - When there is a defensive violation (Kick/Fist, OB, etc.) resulting in a new possession by the offense in the front court following a try/tap/free throw which hit the ring/flange.
 - When the Offense turns the ball over in their **back court** as a result of a violation or player control or team control foul.
 - Ex. A5 in their front court throws a pass to A4 and the ball goes out of bounds in Team A's backcourt. Team A caused the ball to go out of bounds. Due to the new possession starting in Team B's front court, the clock would reset to 20.
 - When a Held Ball occurs in a Team's Backcourt and the ball is awarded to their Opponent in their frontcourt.

- When during a jump ball, one team causes the ball to go out of bounds, the other team is awarded the ball in their front court.

9. The shot clock **DOES NOT Reset** due to:

- Time Outs
- Double Personal Fouls or Double Technical Fouls
- Injury, Blood Scenarios, Loss of Contact Lenses
- A pass hitting the Ring
- A held Ball and the AP Arrow favors the Offensive Team when the Offensive Team did not lose Team Control
- Ball caused to be out of bounds by the defensive team
- Try or Tap not touching the Ring or Flange
- Inadvertent whistle and a team retains control of the ball

10-Second Backcourt Violation Guidelines

1. Teams have 10 seconds to bring ball from backcourt to frontcourt
 - When the shot clock shows 20 seconds a 10 second violation has occurred
 - During an existing count, if a pass is airborne from backcourt to frontcourt and the 10 second count occurs, a 10 backcourt violation has occurred
2. If the offensive team calls a timeout with possession in the backcourt, a new 10-seconds in the back court is awarded. (The offense can 'buy a new 10.')
- Ex. The shot clock shows 25 seconds when a timeout is called, a backcourt violation then would occur at 15 seconds
3. New 10 second count on all stoppages of play, with the following exceptions:
 - Defense knocks the ball out of bounds, or
 - Held ball retained by the Offense, or
 - Double technical foul.
 - A defensive timeout subsequent to any of these stated exceptions will not result in a new 10 second count.
4. If there is no shot clock present or if there is less than 30 seconds remaining in the period, a manual 10 second will be used